

Craft:

Imperial WaveSkimmer

Type: Imperial WaveSkimmer Aquatic Walker

Scale: Walker

Length: 14 Meters long

Skill: Walker Operation, WaveSkimmer

Crew: 3, Gunners:2 ; Skeleton:1/+10

Passengers: 28

Cargo Capacity: 0.5 Tons

Cover: Full

Maneuverability: 2D

Move: 42, 120 kmh

Body Strength: 6D

Weapons:

2 Medium Laser Cannons (firelinked)

Scale: Walker

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-500/1.5/3km

Damage: 5D

2 Light Blaster Cannons

Scale: Speeder

Crew: 1 Each

Fire Arc: 1 Front, 1 Back

Skill: Vehicle Blasters

Fire Control: 2D+1

Range: 10-100/50/1km

Damage: 5D



Description: The WaveSkimmer is a hydrofoil aquatic vehicle which is supported on two pontoons riding high above the water doing the same role as the AT-AT walker does for Imperial forces on land. Faster and more maneuverable than its land bound brother design, the WaveSkimmer has limited application on the battlefield but allows Imperial forces to dominate battles on water worlds. Produced in smaller numbers than the AT-AT, the WaveSkimmer is still a common vehicle on many Imperial worlds, carrying troops and providing armoured support to SeaTroopers.

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